

The original explanation and code was written by -

[JohnDavidson](#) and can be found in [this thread](#) at the [Just BASIC Forums](#).

Try running this demo and hit the maximize/restore button.

Notice the coordinates in each button. They are specified differently for each corner.

```
nomainwin

WindowWidth = 380
WindowHeight = 240
UpperLeftX=int((DisplayWidth-WindowWidth)/2)
UpperLeftY=int((DisplayHeight-WindowHeight)/2)

button #1.b1, "Upper Left", [p], UL, 26, 16, 90, 25
button #1.b2, "Upper Right", [p], UR, 26, 16, 90, 25
button #1.b3, "Lower Left", [p], LL, 26, 0, 90, 25
button #1.b4, "Lower Right", [p], LR, 80, 16, 90, 25

open "untitled" for window as #1
print #1, "trapclose [quit.1]"
print #1, "font MS_Sans_Serif 8"
[p]
  wait

[quit.1]
  Close #1
  END
```

Note that you cannot use the same values for UL, UR, LL, and LR and expect the buttons to be evenly distanced from each corner.
